

Grand Exchange [Give feedback](#)

For the wiki's database, see [RuneScape:Grand Exchange Market Watch](#).




The **Grand Exchange**, commonly referred to as the **GE**, is a trading system for players to purchase and sell tradeable items in *Old School RuneScape*. It was released on 26 February 2015 following a [content poll](#) where it passed by 76.3%, narrowly passing the 75% threshold. [Members](#) get eight Grand Exchange slots, each of which may be used to either buy or sell items; however, [free players](#) are limited to three. Additionally, free players may only purchase free-to-play items, and not members' items.

In the event that a member lists a sell offer and then their membership expires prior to fulfillment, the trade remains active and the item will sell when the price rises. No restriction exists on selling items, regardless of memberships status. However, if a player has been logged out for several days, any unfulfilled offers will pause until they log back in.

Traders do not need to advertise, meet each other, or even wait at the Grand Exchange for trades to finish, because [coins](#) and items from fully and partially finished trades can be collected at any [bank](#). Additionally, players will receive a message in their chatbox when the status of a trade offer is updated. This trading system resembles a real-life electronic asset exchange and has since replaced the [trading post](#) and the older marketplaces in [Varrock](#) and [Falador](#).


[Ironmen](#) that use the Grand Exchange are redirected to a unique interface that allows them to purchase [bonds](#) while disallowing them from buying or selling any other item. There is also a [loot chest](#), which non-ironman [player-killers](#) may use to cash in [loot keys](#) from players they killed.

Grand Exchange



Released	26 February 2015 (Update)
Members	No
Location	Varrock
Number of tellers	4 bankers ; 4 clerks
Poll booth	Yes
Deposit box	Yes
Teleports	Varrock Teleport , Ring of Wealth , Spirit Tree
Music	The Trade Parade

Map



Due to its location and economic importance, the Grand Exchange is one of the most popular locations in the game world. It is usually the most populated area on the map outside of bosses and minigames on themed worlds, which sometimes causes issues with loading player avatars due to the large number of people in one place. As such, it is often considered the game's public square on any given server, and both standard accounts and ironmen regularly use the Grand Exchange for social interaction with other players.



- : Transaction outstanding
- : Transaction completed
- : Transaction cancelled
- : Transaction partially completed

Contents

Transportation

Operation

Guide prices

Item sets

Pricing experts

Buy limits

Volume

Non-tradeable items

New account trade restrictions

Restricted items

Convenience fee and item sink

Items regulated via item sink

Since the Item Sink Launched

Exempt from tax

Ironman mode

Changes

Trivia

References

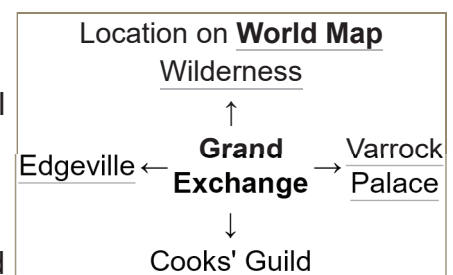
Transportation

The Grand Exchange is located north-west of Varrock and east of Edgeville, both of which are located just south of the Wilderness. There are many ways to get there, including the following:

- Using the Varrock Teleport spell from the Standard spellbook, or a Varrock teleport tablet.
 - If you have completed the Varrock medium diary, a **Grand Exchange teleport** option will be automatically added to any Varrock Teleport method.
 - Using a POH Varrock teleport with either a portal in a Portal Chamber (requires 50 Construction and, 25 Magic), or a Portal Nexus (requires 72 Construction and, 25 Magic.)
- Using a charge on a ring of wealth.
- Using a charge on an amulet of glory, or fairy ring code **d•k•r** (requires access to the fairy rings from partial completion of Fairytale II - Cure a Queen), to get to Edgeville and then using the tunnel.
- Using a skills necklace to teleport to the Cooks' Guild then running slightly north.
- Walking (with or without use of the Varrock Teleport spell).
- Using the tunnel north-west of the Grand Exchange (requires 21 Agility).
- Using a canoe station (requires 12–57 Woodcutting) to travel to the Champions' Guild station, Barbarian Village station, or Edgeville station and walking north, walking east, or using the tunnel, respectively.
- Teleporting to the Champions' Guild using the Chronicle, and then heading north into Varrock.
- Using the spirit tree north-east of the Grand Exchange (requires completion of Tree Gnome Village). Using the Ardougne cloak's teleport takes you somewhat close to the Khazard battlefield spirit tree which can take you directly to the GE.
- Taking the cart from Keldagrim; you can use the Blast Furnace minigame teleport, which is near the carts.



One of the towering pillars at the entrance of the Grand Exchange.



Operation

Exact details on the internals of the Grand Exchange are not publicly known. However, some parts of its operation are understood through experience.

Players interact with the Grand Exchange by making buy and sell offers for items, at prices of their choosing. Trades succeed when one player's buy offer is greater than or equal to another player's sell offer. The actual price a successful trade occurs at depends on which side made the offer first:

- If a buy offer is made and lower sell offers already exist, then the trade succeeds between the lowest sell offer, and the buyer gets gold back.
- If a sell offer is made and higher buy offers already exist, then the trade succeeds between the highest buy offer, and the seller gets more gold than their offer.^[1]

If multiple buy or sell offers exist at same price, older offers are loosely prioritised over newer ones when matching.^[1]

Guide prices

When creating a trade offer, the initial price is set to a guide value. This guide is automatically updated based on the trade history of the item and is intended to represent its approximate market value.

While Jagex has never published the Grand Exchange's exact pricing algorithms, guide prices are generally governed by the laws of supply and demand:

- If an item's demand is higher than supply, then its price will increase.
- If an item's supply is higher than demand, then its price will decrease.
- If an item's demand matches its supply, then its price will not change.

The prices of items are updated based on their recently traded prices and volume. For items with low trade volume such as partyhats, their prices update every few days or even once a week, and can be inaccurate. Jagex can also intervene and set the prices themselves, and they reserve the right to intervene when they believe price manipulation is occurring on an inexcusable scale, or when items that appear more expensive than their actual value are used for scamming. The Grand Exchange Market Watch contains up-to-date information on the prices for various items.

The guide prices are also a basis for Death's Coffin sacrifices and Items Kept on Death mechanics.

Item sets

Main article: Item set

Most armour sets and the dwarf multicannon can be assembled into sets to save space. They behave like ordinary items except that they cannot be worn or used until disassembled. Only the Grand Exchange clerks and bankers can assemble or disassemble sets, and they will do so an unlimited number of times for free.

Ultimate ironmen may not assemble items into sets.



The options available for any set within the Item sets interface.

Pricing experts

Around the Grand Exchange are six pricing experts who show the current prices of various items.

- Brugsen Bursen can be right-clicked to search for an item's guide price.
- Farid Morrisane shows the prices of ores, bars and gems.
- Relobo Blinyo shows the prices of logs.
- Bob Barter shows the prices of herbs and potions. He also decants potions into full and empty vials. He can decant potions even if they are noted.
- Murky Matt shows the prices of runes. He also "decants" charged items into full and empty charges.

- Hofuthand shows the prices of certain weapons and armour.

Additionally, James can be found outside the Grand Exchange main entrance, and gives information about membership bonds.

Buy limits

Main article: Grand Exchange/Buying limits

The buying rate is restricted to a certain quantity every 4 hours. Some items have a connected limit, meaning that you can only buy a certain amount of either item, or a mix of the two up to a particular point. For example, if the player has reached the limit on 4-dose Prayer potions, they cannot buy Prayer potions of fewer doses. However, there are no restrictions on selling items.



Making a 'Buy' offer

Volume

Volume is a measure of the quantity of items that have been traded on the Grand Exchange. This number is not directly available in-game, but can be viewed on the official *Old School RuneScape* Grand Exchange website database. Items that commonly have high daily volume are supplies like runes and ores, as well as ranged weapons like arrows, darts and cannonballs.

Non-tradeable items

Main article: Grand Exchange/Non-tradeable items

Some items cannot be traded using the Grand Exchange, but can still be traded using traditional player-to-player trade. For example, burnt foods cannot be traded with the GE service, and have no in-game value.

Other items with a similar property include partially charged jewellery (games necklace) or equipment (black mask), half-eaten food items (slice of cake), recipe items (uncooked cake), currency (platinum tokens) and Castle Wars bandages.

New account trade restrictions

Main article: Account § New account trade restrictions

New free-to-play accounts have trade restrictions in place until the account's logged in time surpasses 20 hours of game time, 10 or more quest points are acquired, **and** reaching 100 total level.^[2] Such restrictions include a block from selling certain items on the Grand Exchange. This restriction is in place to help prevent botted and black-market goods from entering the economy, as many of the accounts are caught and banned before they can be logged in for 20 hours in total.^[3]

Restricted items

[hide]

	Item	GE Price
	<u>Oak logs</u>	31
	<u>Willow logs</u>	49
	<u>Yew logs</u>	167
	<u>Raw shrimps</u>	54
	<u>Shrimps</u>	20
	<u>Raw anchovies</u>	25
	<u>Anchovies</u>	39
	<u>Raw lobster</u>	134
	<u>Lobster</u>	203
	<u>Clay</u>	115
	<u>Soft clay</u>	126
	<u>Copper ore</u>	14
	<u>Tin ore</u>	15
	<u>Iron ore</u>	111
	<u>Silver ore</u>	52
	<u>Gold ore</u>	121
	<u>Coal</u>	215
	<u>Mithril ore</u>	124
	<u>Adamantite ore</u>	654
	<u>Runite ore</u>	9,824
	<u>Cowhide</u>	189
	<u>Vial</u>	3
	<u>Vial of water</u>	4
	<u>Jug of water</u>	23
	<u>Fishing bait</u>	4

Item	GE Price
 Feather	3
 Eye of newt	4
 Wine of zamorak	812
 Air rune	5
 Water rune	5
 Earth rune	5
 Fire rune	5
 Mind rune	2
 Chaos rune	68

A quick way to reach the quest point requirement is to complete the following quests:

- [Romeo & Juliet](#) (recommended) (5 points)
- [Goblin Diplomacy](#) (recommended) (5 points)
- [Sheep Shearer](#) (1 point)
- [Cook's Assistant](#) (1 point)
- [Rune Mysteries](#) (1 point)

Convenience fee and item sink

Most transactions on the Grand Exchange are subject to a 2% tax, or **convenience fee**, capped at a maximum of 5 million coins per item. The money from this tax is then collected by Jagex; most is removed from the game, while a small amount is used to purchase select items from other players and delete them from the game to regulate their price. The tax was implemented on 9 December 2021 in the (unpolled) Grand Exchange Tax & Item Sink update. The tax was initially set at 1%, and increased to 2% on 29 May 2025 in the (unpolled) Yama CAs & More! update.

The 2% tax rounds down to the nearest whole number, so items sold for below 50 coins have a tax of less than one coin, and so have no tax obligation. Note that this means the seller receives 49 coins if they set the price per item to [49](#) or to [50](#), but in the latter case, the buyer pays a single additional coin to the tax. This generalises to all transactions with a price that is an exact multiple of 50: the seller receives 98 coins if they set the price per item to [99](#) or to [100](#), and so on. This is rarely significant, as single coin difference is irrelevant for all but the cheapest items, but it does mean that undercutting a sell offer which has been placed at any exact multiple of 50 coins is effectively free.

Items regulated via item sink

The following items are periodically purchased by Jagex (from players) using funds from the

convenience fee; they are then deleted from the game to better control market supply, keep old content relevant, and prevent item devaluation. This system works by deleting a static, Jagex-specified number of that item from the market every week and will only spend fees collected from the G.E. tax to accomplish this goal.^[4]

This is the most prominent example of an in-game item sink.

Item Sink List

[hide]

- Chambers of Xeric uniques
 - Ancestral hat
 - Ancestral robe top
 - Ancestral robe bottom
 - Dinh's bulwark
 - Elder maul
 - Kodai wand
 - Prayer scrolls (Arcane, Dexterous)
 - Twisted buckler
 - Twisted bow
- Theatre of Blood uniques
 - Avernic defender hilt
 - Sanguinesti staff
 - Scythe of vitur
- Tombs of Amascut uniques
 - Elidinis' ward
 - Lightbearer
 - Masori mask (f)
 - Masori body (f)
 - Masori chaps (f)
 - Osmumten's fang
 - Tumeken's shadow
- Dagannoth Kings uniques
 - Archers ring
 - Berserker ring
- God Wars Dungeon uniques
 - Armadyl armour
 - Bandos armour (except Bandos boots)
 - Godswords (Ancient, Armadyl, Bandos, Saradomin, Zamorak)
 - Torva full helm



Grand Exchange tax examples from top to bottom:

- Status of an existing offer where tax is charged, below the 5m cap.
- Setting up a new offer where tax is charged, below the 5m cap.
- Setting up a new offer, where tax is charged, above the 5m cap.

- Torva platebody
- Torva platelegs
- Zamorakian spear
- Zaryte crossbow
- Zaryte vambraces
- Nightmare uniques
 - Inquisitor's armour
 - Inquisitor's mace
 - Nightmare staff and eldritch, harmonised, and volatile orbs
- Slayer uniques
 - Abyssal bludgeon
 - Dark bow
 - Dragon hunter lance
 - Smoke battlestaff
 - Trident of the seas (uncharged only)
- Zenyte shard
 - Uncut zenyte and cut Zenyte
 - Amulet of torture
 - Necklace of anguish
 - Ring of suffering
 - Tormented bracelet
- Arcane and spectral spirit shields
- Burning claws
- Dragon pickaxe
- Dragon warhammer
- Toxic blowpipe

Since the Item Sink Launched

This is a small sample of the impact of the Item Sink since launch provided by Mod Ash on 29 May 2025.^[5]

This list is not exhaustive and the values are current estimates not historical.

- 5.4k spectral shields 118,729,103,400
- 5.4k arcane shields 483,728,257,800
- 2.9k volatile orbs 111,015,784,500
- 1.8k harmonised orbs 284,206,201,200
- 1.8k eldritch orbs 198,790,142,400
- 399 twisted bows 575,114,587,656
- 3.6k ancestral hats 251,837,172,000, 2.5k tops 350,538,040,000 & 2.5k robes
262,681,522,500
- 2.1k kodai wands 184,347,557,100

- 5.4k bulwarks 75,849,426,000
- 38k bandos godswords 544,863,494,000
- 13k armadyl godswords 119,664,948,000
- 13k saradomin godswords 256,473,659,000
- 18k zamorak godswords 319,965,408,000
- 3.7k ancient godswords 125,043,009,600
- 10k zamorak spears 13,988,280,000
- 204k tentacles 58,922,748,000
- 253k occult necklaces 133,912,900,000
- 54k blowpipes 650,314,008,000
- 17k lightbearers 84,103,709,000

Total: 5,204,089,958,156

Exempt from tax

The following items are exempt from the convenience fee:

Exempted list [\[hide\]](#)

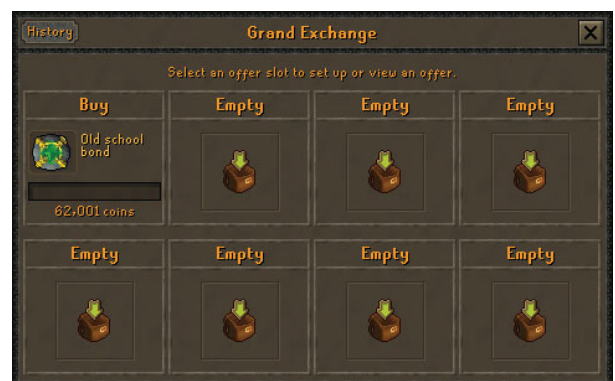
- [Old school bonds](#)
- [Energy potion](#)
- Low level combat consumables:
 - [Bronze arrow](#)
 - [Bronze dart](#)
 - [Iron arrow](#)
 - [Iron dart](#)
 - [Mind rune](#)
 - [Steel arrow](#)
 - [Steel dart](#)
- Low level food:
 - [Bass](#)
 - [Bread](#)
 - [Cake](#)
 - [Cooked chicken](#)
 - [Cooked meat](#)
 - [Herring](#)
 - [Lobster](#)
 - [Mackerel](#)
 - [Meat pie](#)
 - [Pike](#)
 - [Salmon](#)
 - [Shrimps](#)
 - [Tuna](#)
- Teleport items:
 - [Ardougne teleport](#)

- [Camelot teleport](#)
- [Civitas illa fortis teleport](#)
- [Falador teleport](#)
- [Games necklace \(8\)](#)
- [Kourend castle teleport](#)
- [Lumbridge teleport](#)
- [Ring of dueling \(8\)](#)
- [Teleport to house](#)
- [Varrock teleport](#)
- Tools:
 - [Chisel](#)
 - [Gardening trowel](#)
 - [Glassblowing pipe](#)
 - [Hammer](#)
 - [Needle](#)
 - [Pestle and mortar](#)
 - [Rake](#)
 - [Saw](#)
 - [Secateurs](#)
 - [Seed dibber](#)
 - [Shears](#)
 - [Spade](#)
 - [Watering can \(0\)](#)

Ironman mode

The Grand Exchange is accessible in a limited form to Ironman accounts. Ironmen are allowed to use the Grand Exchange to purchase [bonds](#) via a special interface that does not permit them to buy or sell any non-bond item in the game. Ironmen are however not allowed to sell bonds.

Changes



The Grand Exchange interface for Ironman accounts.